

Yiran Guo

3D Generalist, Environment Artist

Portfolio: www.alexartbase.com | E-mail: guo.alex092@gmail.com | LinkedIn: [linkedin.com/in/yiran-guo](https://www.linkedin.com/in/yiran-guo)

Yiran is an enthusiastic Digital 3D artist, skilled in Environment art & Concept design

Skills: • Environment Art • Digital Concept Art • Modeling • PBR Workflow

• Game Art • Animation • Traditional Art & Illustration • Verbal & Written Communication

Software: • Maya • Substance Painter • Unreal Engine • ZBrush • Adobe Creative Suite • Microsoft Suite

Experience

Nice Shoes LLC.

New York, US

Unreal Engine Concept Artist

09/2023 - 11/2023

- Created environment concepts for NISSAN commercial video project, including modeling, texturing, set dressing
- Worked on sequence animation & Facial Capture animation in **UE5** with **MetaHuman**
- Created rigged animation & blendshape animation in **Maya**
- Software involved: **UE5, Maya, Blender, Substance Painter, Adobe Premier Pro**

Assistant Director: Thesis Short Film | *Steel Heaven*

New York, US

Environment Artist, Concept Artist, Lighting Artist, Motion Capture Actor

06/2022 - 04/2023

- 3D Generalist pipeline: modeling, texturing, set dressing, lighting, Mocap animation & rendering
- Worked creatively for pre-production stage: **concept art, environments, storyboards and animatics**
- Software: **Maya, ZBrush, Substance Painter, Unreal Engine 5, Adobe Creative Suite**

CIG | Creative & Interactive Group

Beijing, China

Bitone Creative Design Department Intern

07/2022 - 10/2022

- Efficiently refined several commercial VR projects and produced creative plans in Unreal Engine workflow.
- Initiated on XR products, including concept art, modeling, and shading
- Software involved: **Autodesk Maya, Adobe Photoshop, Substance Painter, Unreal Engine 5**

37 Interactive Entertainment

Guangzhou, China

Game Art & Development Intern

02/2022 - 05/2022

- Cooperated with the production of game assets, including concept art, modeling, UV mapping and shading
- Software involved: **Autodesk Maya, Adobe Photoshop, Substance Painter, Blender**

Awards

Rookie of the Year | 3D Animation

Rookie Awards 2023, The Rookies

LAMDA Level 2 Certificate in Performance | Grade 4.

London Academy of Music & Dramatic Art

Education

School of Visual Arts

New York, US

M.F.A. Computer Arts

09/2021 - 05/2023

University of The Arts London

London, UK

B.A. (Hons) Production Arts for Screen

10/2018 - 06/2021

Language

• **English:** Full professional proficiency • **Mandarin:** Native or bilingual proficiency

Other Interests

• Hiking • Model Assembly and Airbrushing • Boxing • Films and Video Games • Violin